

# PHOBOS

Nyhetsblad for Ares – kun for medlemmer

Nr. 271, onsdag 27. september 2000

## REDAKSJONELT

Ja, akkurat i dag er det virkelig høst ute; regnet høljer ned – humøret blir jo ikke akkurat på topp av en regntung septemberkveld – og redaksjonen lider litt av dårlig bemanning, siden sentrale elementer er opptatt av et eller annet tvilsomt landsmøte, og ikke engang rekker å få kommet seg på Bjølsen på en onsdag... Helst skal vi få kopiert dette og komme oss bort på klubben litt faderlig fort selv også. Derfor vil vi ikke bruke for mye tid på redaksjonell svada av den typen som vi har lirt av oss 270 ganger tidligere – vi nøyer oss med noen enkle oppfordringer:

- Kom på Defcon!
- Kom på RegnCon! (eller evt. på GhöstaCon, dersom man er såpass til sf-fan som 2/3 av redaksjonen!)
- Kom på Hexcon (og bli med i bussen vår – om vi får til en)!

Og til slutt: En takk til Fred Førde for flittig levering av stoff i det siste; vi kommer nok også for fremtiden til å måtte tettpakke slikt en smule (manus var på 5 sider!), men vi håper at resultatet blir leselig likevel – og interessant for de med sans for *Europa*-serien!

# DEFCON H-2000

er umiddelbart forestående:

Universitetets lokaler på Ullevål Stadion,  
førstkommende lørdag + søndag. Dørene åpner begge  
dager kl. 1200 – og husk, det er gratis adgang!

# EX CATHEDRA #171

(spalten til Johannes H. Berg, styremedlem i Ares, administrator for ARCON)

Det er ikke så sikkert at det luksusproblemet som vi har hatt i det siste i PHOBOS vil fortsette. Takket være ivrige bidragsytere som klipper fra Nettet (hei, Fred!) har vi fått inn lengre artikler som vi kan trykke med bare litt beskjedent redigeringsarbeid som redaksjonell egeninnsats. Dermed er det til en forandring snarere blitt for liten enn for god plass i bladet – selv om ikke 7-siders nummer er noe stort reproduksjonsmessig problem for oss!

Vi komprimerer teksten på slike lange, spesialiserte artikler så godt vi kan (i dette tilfelle med nådeløs bruk av fonten Univers Condensed, og med punktstørrelser helt ned til 8!), først og fremst for at vi ikke skal ende opp som et alt for spesialisert blad for alt for sære interesser. Fred & co har egentlig ikke så mye å klage over; enkelte ganger da Kim S. Olsen (senere Strandebø) var på det mest aktive tidlig på 90-tallet, kunne 4 av hans tettpakkede A4-sider bli nedfotografert til bare én side!

Men selvsagt håper vi jo først & fremst på at disse bidragene skal bli både leselige og av interesse for en større del av foreningens medlemmer. Vi vet jo at strategien vår med kartskap-kjøp på Bjølsen har medført at vi har hatt lettere for å få istand «ordentlige» krigsspill på klubbens onsdagstreff de siste par årene. Dermed bør jo denne typen innslag i PHOBOS i høyeste grad være av interesse for mange av de fremmøtte.

Selvsagt er det av samme grunn også et poeng å håpe på at flest mulig av dere kan ta en tur innom på **Defcon H-2000** nå til helgen; ikke bare er den mini-con'en gratis, men vi kan jo nettopp by på krigsspill over en lav sko! Ta med deg yndlingsspillet ditt, eller bli med på en av turneringene våre. Og spre gjerne Defcon-løpesedler til alle mulige interesserte; undertegnede har en bunke til overs (og propagandaen skal dessuten være vedlagt inneværende nr. av PHOBOS).

Mer kongresser står for døren; vi har

akkurat sjekket opp mulighetene for en felles tur til Trondheim, på Hexcon i begynnelsen av november, og det burde denne gang være fullt mulig å gjenopplive våre gamle tradisjon med en busstur (avreise Oslo fredag morgen; retur fra Trondheim søndag kveld / natt), dersom det melder seg en 15-20 stykker som vil være med oppover til Norges eldste spill-con! Snakk med undertegnede eller med Herman Ellingsen.

*Johannes H. Berg*

## NESTE OSLO SPILLFORUM BLIR 12/11

Det blir altså en stund til neste gang – oktober er rett & slett for travel for arrangøren (SimuleringsSpillHobbys Selektive Sentralkomite, også kjent som Johannes H. Berg). Men i november er vi tilbake; treffet skal nok en gang finne sted hjemme SSHS (Tuengen Allé 10) fra kl. 1500 (som jo er det tradisjonelle starttidspunkt) søndag 17. september. Vi skal ikke si noe for sikkert om hva som vil komme på programmet denne gang – bare at det er litt av hvert av saker rundt spillhobbyen å ta opp. Men samtidig vil alle de vanlige «andre»tingene foregå: sosialt samvær, spilling, strukturert prat om spill & fri konversasjon om andre ting, og kanskje en og annen mulighet til å se på relevant video eller lignende. Kontakt Johannes (snakk med ham på Ares, eller ring / mail på 92 08 13 65 / [jhberg@fandom.no](mailto:jhberg@fandom.no)) dersom du er interessert i å komme.

## PHOBOS

**Medlemsblad for Ares – forening for  
simuleringsspill (Bjølsen + Blindern)**  
*Gratis til medlemmene!*

**Redaksjon: Johannes H. Berg,  
Herman Ellingsen, Trond Jansen**

Utkommer hver 2. og 4. onsdag i måneden  
(unntatt til 4. onsdag i desember)



# AFTER ACTION: EUROPA

## «The Fight Against Fascism»

*Second Front-scenario og spillrapport fremskaffet av Fred Førde*

Game: Second Front

Scenario: Full Campaign Game + House Rules

Optional Rules: All used

House Rules: Yes, See below

Game Played: March 2000 to ?

This report was cobbled together from a home brewed mini-GE scenario. Its origins lie in reading Fred's Gijon challenge and Carlos' response in TEM 68 (or was it 69??). In Carlos' response, there was a reprint of the FWTBT map portion showing some of the Spanish coast along the Bay of Biscay and the thought struck me that there were some lovely high capacity ports and dot cities available for easy capture by a ruthless Allied player as a manner of turning the Atlantic Wall. I did some cross referencing of rules and such like and when I realised the Spanish OB set up doesn't strongly defend this area and German occupation of ports is the only time when automatic port destruction is assured I toyed with cobbling together a scenario of the Western Front 43-45 and threw in Scandinavia. Why? Because I had the maps and counters. The OBs from all three games seemed to mesh well but we cobbled together a different VP system.

In order to justify an Allied invasion of neutral, inoffensive Spain, I called the scenario "The Fight against Fascism", the supposition being that all fascist states were fair game in the liberation of Western Europe and the goals of the allies were the liberation of nations under Axis domination - namely their capitals and the return of Government's in exile. The Axis (German) goals were based on destroying the Allied forces and retaining territorial areas - the idea being that this would force the German player to operate under some form of conditions that would reflect Hitler's refusal to give up territory.

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### VP Settings

#### Allied

Rome + 10  
Paris + 7  
Brussels + 3  
The Hague + 3  
Oslo + 5  
Copenhagen + 10  
Vienna + 7  
Prague + 7  
Madrid + 3  
Hex of Berlin + 10 each  
Per German city captured + 2 each (note

conurbations count as one city)  
Capture/surrender of German Govt + 10  
Capture/surrender of RSI Govt + 3  
Capture/surrender of Italian Govt + 3  
Capture/surrender of Spanish Govt + 3  
Each axis naval point sunk + 1

#### German

Paris retained after Sep 44 -1/turn  
MR1 retained after Sep 44 -1/turn -  
Brussels retained after Sep 44 -1/turn  
Rome retained after June 44 -1/per turn  
Rome retained after Jan 45 -2/turn.  
Swedish Govt relocates or is  
captured/surrenders -3  
Madrid held 6 turns after allied invasion

-10

European Capitals occupied at end of  
game (as per list above) -2 each (note  
Russian advance doesn't affect this -  
German player gets VPs for cities that  
Western Allies fail to occupy)  
Each Allied strength point or air unit in  
Replacement pool -1 per 2 strength points  
or air units  
Each Allied Naval point sunk -1  
Ruhr conurbation able to trace supply line  
to another German city after March 45 -  
3/turn  
Allied failure to maintain Spanish garrison  
-1/region (see below)

### Notes:

Copenhagen VPs are high because it looks bloody hard to get there and if the Allies can capture it then they deserve the points. The same applies for Prague and Vienna. Madrid and Spanish govt is low because on paper it looks very easy - also to force the allied player to question whether it is really worth invading to get these low VPs.

Rome is high and the penalty for not obtaining it is due to the symbolic value of the city.  
The bonus for the German player in retaining Paris and MR1 is the resource point generated in these areas and to reflect the need for Germany to maintain the economic income from these areas.

The VPs deducted for maintaining contact with the Ruhr is to punish Allied players who fail to break into the Reich. Like wise the reward for capturing German cities is an encouragement to get stuck in to the Germans.

The one off bonus for Madrid being in Axis hands is to encourage some sort of defence of the Iberian peninsula rather than standing at the Pyrenees - although again this must be weighed up against the potential drain on resources from Italy or France.

The big points are for Berlin as this is the seat of Fascism and as these VPs are about territory and destroying Hitler and Il Duce (and Franco if so desired) Berlin was seen as being important.

The VPs deducted for allied losses are less to reflect the "crusading" nature of the conflict for the Western Allies (the idea being losses don't count as much when your in a holy war) and to force the German to try and hold objectives longer rather than run away to the Westwall.

### Special rules:

Make mine a 52 week year please! - In order to have "true" two week turns, an extra turn is inserted into the middle June and September - these being turns with no reinforcements or replacements only movement and combat to reflect the traditional campaign seasons of Europe - this effectively makes 26 turns a year as opposed to 24. Naturally this mainly affects 1944 and favours the Allies. June and September were selected because the weather will always be clear and it spread out these extra turns from one another.

## Spain

- Spanish Blue XX or Legion III returns to west on the turn following Allied invasion of Spain
- Spain has potential to detect Allied intentions - roll on success table - if S then Mobilization +0 carried out. Add one to die roll if 6 or more REs stationed in Gibraltar (not including garrison units)
- Spanish surrender - Disband all remaining Spanish forces. All units stacked with German forces are disbanded and begin to form 1st and 2nd SS Spanish XX, available 6 turns after Spanish surrender in the Greater Germany theatre. (Note Spanish Blue XX or Legion III are counted as Spanish units). To be formed each XX requires 3 REs of disbanded Spanish troops. REs in excess of this amount are lost.
- Allies must occupy Spanish cities 1 RE per reference and dot city, 3 REs per city hex until "liberated" Spanish Republican unit is produced for that area [making it another risky/expensive venture for the allies to invade Spain and to reflect the need to re-purify the area of Falangists]. Failure to do so results in -1 VP per region not garrisoned to reflect on the failure to control Republicans taking the law into their hands and punishing Civil war enemies. Killing of priests and nuns makes poor press in New York papers.
- Spanish navy scuttles itself on Spain's-surrender [to avoid icky rules about who gets what and rolling for ownership and so on].

## Republican Spain

- Units can only be sent outside Spain once all regions are "pacified" and the Falangist Govt has surrendered. Zone of operations is France and Greater Germany
- There is no need to garrison Morocco as the French have volunteered to "look after" it until a suitable time in the future.

## Sweden

- Will only enter the war on Allied side if at least 15 REs are in Norway, supplied and in possession of a standard Port in weather Zone B after September 1944 and if at

least two European Capitals are in Allied control (not including London).

- Zone of operations is limited to Norway and Denmark and within 6 hexes of Baltic coast in Germany.
- Roll on success table - modify +1 for every 5 REs in excess of basic Allied amount, +1 per Norwegian Dot/reference city in Allied control.
- Allies can roll once for Swedish entry.

## Liberation

- For a capital to be liberated, its Govt in Exile must be returned to it - this will require markers for Belgian, Dutch and Czech govts to be made.
- The city must be in a regular means of supply.
- The Govt in Exile is then moved to the city.

## Allied Player Turn

- All forces except for the South East theatre are under direct control - only garrisons have to be maintained. This includes the Norwegian Raiding Box, but the 29th Ranger II is disbanded on the listed OB date regardless of whether it is in play or not.

## Germany

- All units in North, West, South and Greater Germany are under command and can be shared as required between them. garrison levels must be maintained or the Allies gain guerilla attacks as outlined in the SF rules - Norway gets one attack per region if garrison levels not maintained.

Advanced rules - most of these were used especially roads and bridges. Travel at full speed in mud? You betcha!

## Portugal

- Treat as per existing FWTBT Rules for entry of allies and declaring war on Germany
- Portuguese REs count as twice their value for the garrisoning of Spanish cities [sort of reflects Iberian sympathies and sensitivities]
- Brazilian Division must land in Lisbon [just kidding!!]

# Setup

Okay, with the rules and stuff taken care of, I spent three days laying out the maps on trestle tables (and a circular garden table to place the Iberian peninsula in the correct spot that got me in no end of strife with the cheese and kisses - how was I to know she put her pegs on it for the clothes line??), counters and setting up the reinforcement counters on my specially made reinforcement charts. This was naturally interrupted by my new born proving to everyone just how loud he could cry when his dad wasn't picking him up and fussing over him.

Finally I was able to go the Allied player - hurrah for me! Unfortunately this meant my opponent had to spend another couple of hours setting up his defences which included burning up existing RPs as forts along the east bank of the Seine, along the Tiber, Po and around Cassino as well as making Normandy look like a death trap - forts everywhere. He also was very conscious of the fact that Spain stood out like the dog's proverbials (lets face it, the whole reason why I devised this game was so I could invade Spain so it was a no brainer to know that I would do it and probably before November 1943 when the Garrisons of Spain convert to the 2-3-6\* XXs). With this in mind a Panzer XX was stationed along the border along the Mediterranean coast and a PG XX across from San Sebastian in Bayonne with a couple of insignificant units along the Pyrenees.

In Corsica the Germans cringe in Bastia while the Italians are spread over Sardinia, Sicily and southern Corsica to dissuade any Allied heroics in the area. Most surprising was a fort placed in Cagliari which made me adjust my preconceptions over where I was to initially invade. Messina and Reggio and Villa San Gioia are stuffed full of AA works with the HG Pz XX and the Whermacht Pz XX wait on the Italian mainland to be shuttled across to Sicily by the LC stationed at Messina. The Italian navy skulk about in Genoa and Naples, catching horrid diseases and sharing a few new ones about.



In France there is little to say other than Normandy and Brittany was heavily defended - the heaviest I have ever seen actually and the interior and south was bare (except for the Italians of course). The Luftwaffe were in strong force in Holland and Belgium and AA and construction units were positioned along a central rail line running through France. Obviously the intention was to maintain a single RR at least to ensure units would remain in supply throughout the bulk of France and well into Spain if needed. This sort of tactic was poo-pooed by Allied Air Command as the sort of devious and cowardly trick that "Jerry" would get up to. Confidence was high however that superior Air power would make a mockery of the supply situation in France.

Allied air turn - massive bombing of Sicily and southern Italy, lots of harrassment flown around Messina. Northern France starts looking like a case of the measles as red hit markers sprout up along the rail lines. The intention is to continue these at a rate that makes it impossible for the German to fix with the construction units he has available before shutting down the rail network before any cross channel attack in 1944. This continues throughout the period described below.

## July I 43

German - Not much other than some shuffling of units about to try and repair rail hits in France and southern Italy. transports are flown to Sardinia to prepare to evacuate the parachutists from the island back to mainland Italy. Boo and hisses are heard from across the table at this cowardly act.

Allied - The forces of freedom and light swarm ashore at Sicily in and around Palermo itself. Allied fighters from Malta and USAAF bombers protect the landing sites by running harrassment runs from Messina back to the beach head. The Italian defenders are crushed by the landing Americans. An air landing south east of Palermo by the 82nd XX is pretty successful and follow forces add some stability to the area. British land in Sardinia around Alghero and Porto Torres. The 1st Airborne lands astride the transportation route south of Sassari. The few Italian defenders in this area are destroyed.

## July II 43

German - The German Pz Corp struggles through the air harrassment to launch an attack on the paras outside Palermo, much to German OKW embarrassment the lightly armed paras see off Herman's tank boys with harsh language and dirty looks. (Rolled AS hee hee). Along the north coast a strong corp of Italians march towards the US infantry east of Palermo. Elsewhere in the island the Italian coastal XXs flap about a bit trying to join each other to form some sort of mutual protection society but most are left isolated and alone. To the west of Palermo regular Italian troops threaten the US forces in the area.

At Sardinia, the paras are flown out while an Italian attack on the 1st Airborne results in an EX. The shrieks of indignity coming out of Whitehall upset "Ming the Merciless" (a lovely black and white cat named after Sir Robert Gordon Menzies for its ferocious eye whiskers) and Ming threatens to set off tectonic deep sea explosions off the coast of Norway but damage is minimal and Ming is sent to join her brother Nelson (named after Lord Admiral Horatio Nelson for waking up and looking around with one eye closed as a kitten) outside in disgrace. Meanwhile the militias are called out and Cagliari strengthened.

Allied - Sardinia the British assault out of their beach head crushing the grubby little swines who destroyed my Para brigades earlier while the 11th Armoured XX breakdown to storm through to outside Cagliari while its mechanised component enters La Maddalena. At Sicily the Italians to the east of Palermo are pulverised into atoms by a strong US attack which opens up the route to Messina. US Armoured forces obligingly enter the town to the howls of outrage from Berchtesgarden - could two panzer divisions be trapped on Sicily and lost so early in the war?? To add insult to injury a couple of British XXs land at Ajaccio in Corsica, swamping the poor little coastal XX left there.

## Aug I 43

German - Germans in Corsica slip back to the mainland while the remaining Italians take up positions in the mountains in the centre of the island and in Bastia. In Sicily the Germans flee for Messina and are just able to force the US units holding it out with a DR, much to the relief of the German CinC. Remaining Italian units struggle to reach the town but lack the leg power to do so. Sardinia girds itself for its fate.

Allies - Cagliari is attacked but an AS results. The northern end of the island is sprouting airfields at a rapid rate while in Corsica the troops take some time off to splash about in the Med and get a good suntan (forgot to move them, ooops!). In Sicily the US troops go crazy and slaughter everyone within reach by overruns, DEs or DR/ZoC losses. About a dozen or so Italian XX and assorted ants are wiped out. The destruction is so great I can't help but feeling worried that it is going to catch up with me some time in the future. The German CinC goes into shock at the Italian losses but consols himself with the knowledge his Panzers are safe. At least until four British XXs land on the instep of the shoe south west of Catanzaro. This causes a bit of mild panic.

## Aug 43 Special

German - Troops are rushed down from central and northern Italy to block off the British threat, thankfully harrassment causes them to arrive strung out and unable to do little than contain the beachhead from the north. The Panzers at Messina cross to the main land and begin to pull out to the north, again delayed by allied air power. Italians are rushed to try and block the British from the south while a couple of pathetic AA units remain holding the Messina strait.

Allied - The British try and cut the toe off but are rebuffed by Italian defenders (damn their eyes!) and the US crosses over from Sicily, destroying the Italian defenders. The Near east and Middle east boxes are emptied of most troops who reform in North Africa. This puts the wind up the German CinC who spends some time looking at Spain. At Corsica, the all expenses paid holiday continues with the British actually shipping units off the island. (Admittedly for some French units, but as any good englishman will tell you they're not really the same calibre). A couple of cowering coastal divisions in the corner of Sicily around Syracuse are ignored by the all conquering Americans.

*(fortsettes?)*

# DEFCON H-2000

Vi sakser fritt fra den offisielle meldingen på Nett-mailinglisten **Wargames** (wargames@egroups.com) om Defcon 2000.2:

Det er en ny DEFCON i emning - nærmere bestemt nå til helgen. Program kan lastes ned på <http://www.fandom.no/defcon/folder.pdf>. Kort summert er det som vanlig på Ullevål Stadion, lørdag 12-24 og søndag 12-20. Adgang er gratis.

Ettersom den ble laget midt på natten etter 5 timer overtid (begynte på ny jobb i forrige uke), snek det seg inn div feil. For det første har jeg greid å skrive navnet til *International Plastic Modelers Society* feil, for det andre er det en ICA og ikke Rimi som er nærmeste nabo. Verst var det dog at OOMSK's DBA-arrangement falt ut fra listen (den står i tidsskjemaet), den skulle stått der det nå står *Cults across America* (som jo helt riktig ikke er noe minatyrs spill).

En annen feil (som jeg ikke tror var min) er at i stedet for *Imperium Galactica* (som er et dataspill), heter spillet Inge skal demonstrere *Twilight Imperium*. Websidene til spillskapet som har laget det er:

<http://www.angelfire.com/biz/fantasyflight>  
<http://www.rpg.net/ffg/2ti.html>

Når det gjelder modellbyggekonsurransen IPMS avholder, kan man stille i følgende klasser:

- 1 - *Battle of Britain*
- 2 - Fly (alle typer)
- 3 - Militære kjøretøy
- 4 - Sivile kjøretøy
- 5 - Skip/båter
- 6 - Figurer, liten skala <= 90mm
- 7 - Figurer, stor skala > 90mm
- 8 - Diorama
- 9 - Diverse

Innlevering skjer lørdag 1230 - 1630. Premieutdeling er søndag 1500.

Vi minner også på at vi har planer om å sette opp prosjektor, laserdisc/DVD og lydanlegg denne gangen. På filmprogrammet står bl.a. Kubricks *Barry Lyndon*, Ridley Scotts *The Duelists*, samt en noe nyere film on viss menig på villstrå.

Vi sees!

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# DATOLISTEN

Lørdag 30/9:	Oslo & Omegn Miniatyrspillklubb – spilldag på Bjølsen
Lørdag 30/9 – søndag 1/10:	DEFCON H-2000
Fredag 13/10 – søndag 15/10:	REGNCON (i Bergen) (dessuten går live'en «1942» i samme by, samme helg!
Lørdag 28/10:	Oslo & Omegn Miniatyrspillklubb – spilldag på Bjølsen
Fredag 3/11 – søndag 5/11:	HEXCON (i Trondheim)
Søndag 12/11:	Oslo Spillforum (hjemme hos Johannes Berg)
Lørdag 25/11:	Oslo & Omegn Miniatyrspillklubb – spilldag på Bjølsen

Nytt nr. er akkurat kommet av newsletteret *Nettverks-info* for krigspill-hobbyister! Kontakt Johannes H. Berg om du er interessert...

NETTVERK

for hobbyen rundt historiske simuleringsspill (krigsspill etc.)

september 2000

[illegible]